NES-5J-USA

TOKI

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo ® and Nintendo Entertainment System ® are registered trademarks of Nintendo of America Inc.

PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.

Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

⚠ WARNING: DO NOT USE WITH ⚠ FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged by video games with stationary screens or patterns that are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games: other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY READ BEFORE USING YOUR NES/SUPER NES

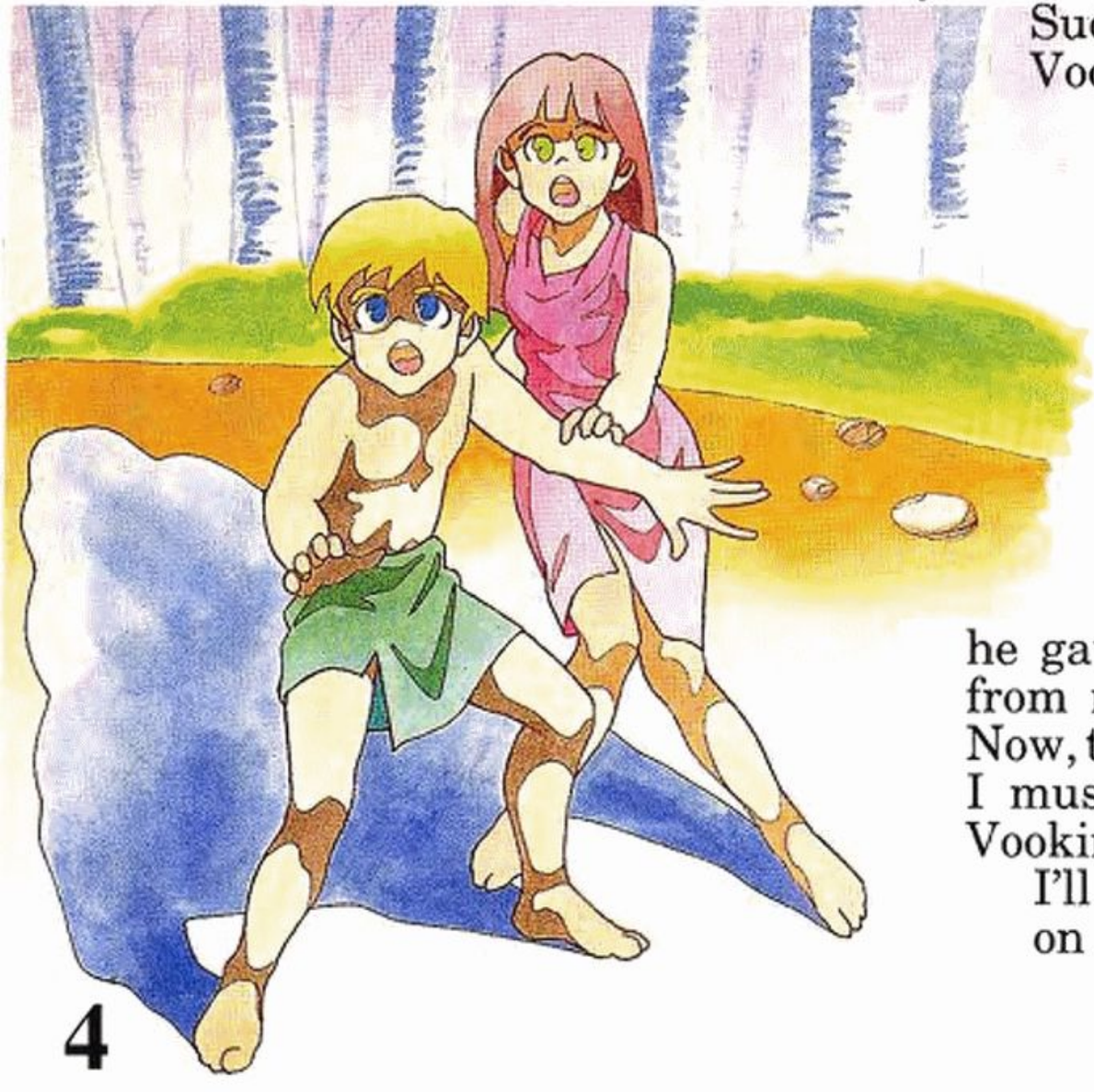
A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision,muscle twitching,other involuntary movements,loss of awareness of your surroundings,mental confusion and/or convulsions

CONTENTS

TOKI'S STORY···4
PLAY CONTROL···5
THE STATUS SCREEN···7
ITEMS···8
ENEMIES···10
PLAY STRATEGIES···14
WARRANTY···15

TOKI'S STORY

So there I was, walking in the jungle with my girl, Miho. Man, she's beautiful. (By the way, I am - or was - Toki the Warrior.)



Suddenly, I saw my worst enemy, Vookimedlo the Sorcerer, step out from behind a tree. With him was my second worst enemy, Bashtar, the invisible giant. I should say "nearly invisible giant," 'cause you can see his boots, gloves, and heart. Well, they attacked us. As Bashtar carried Miho off, Vookimedlo turned me into a little, helpless monkey. I was in despair, until the Spirit of the Jungle stepped in. The Spirit was really mad about the sneak attack, and so he gave me the ability to shoot fireballs from my mouth. (It feels like gargling.) Now, to win back Miho and my human form, I must go to the Golden Palace to beat Vookimedlo and Bashtar in a fair fight. But I'll do it, no matter what it takes. Come on along, it's going to be a wild ride!

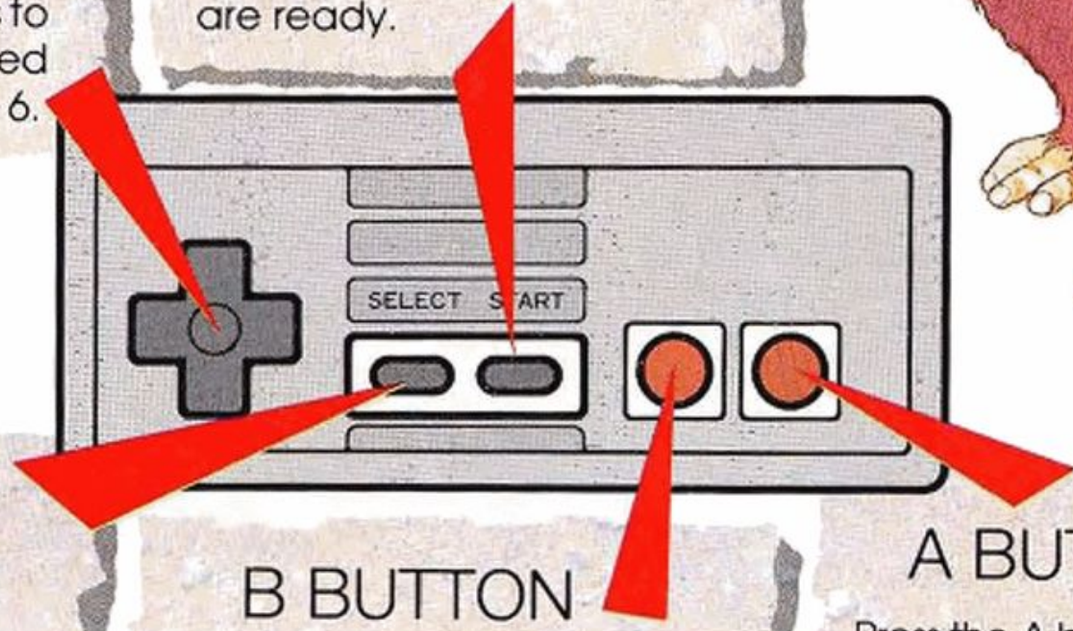
PLAY CONTROL

CONTROL PAD

Use the control pad to move left or right, or up and down on vines. Use with the A and B buttons to make more complicated movements. See page 6.

START BUTTON

Press the START button to pause the game and then to resume play when you are ready.



SELECT BUTTON

You will not need to use the SELECT button while playing this game.

B BUTTON

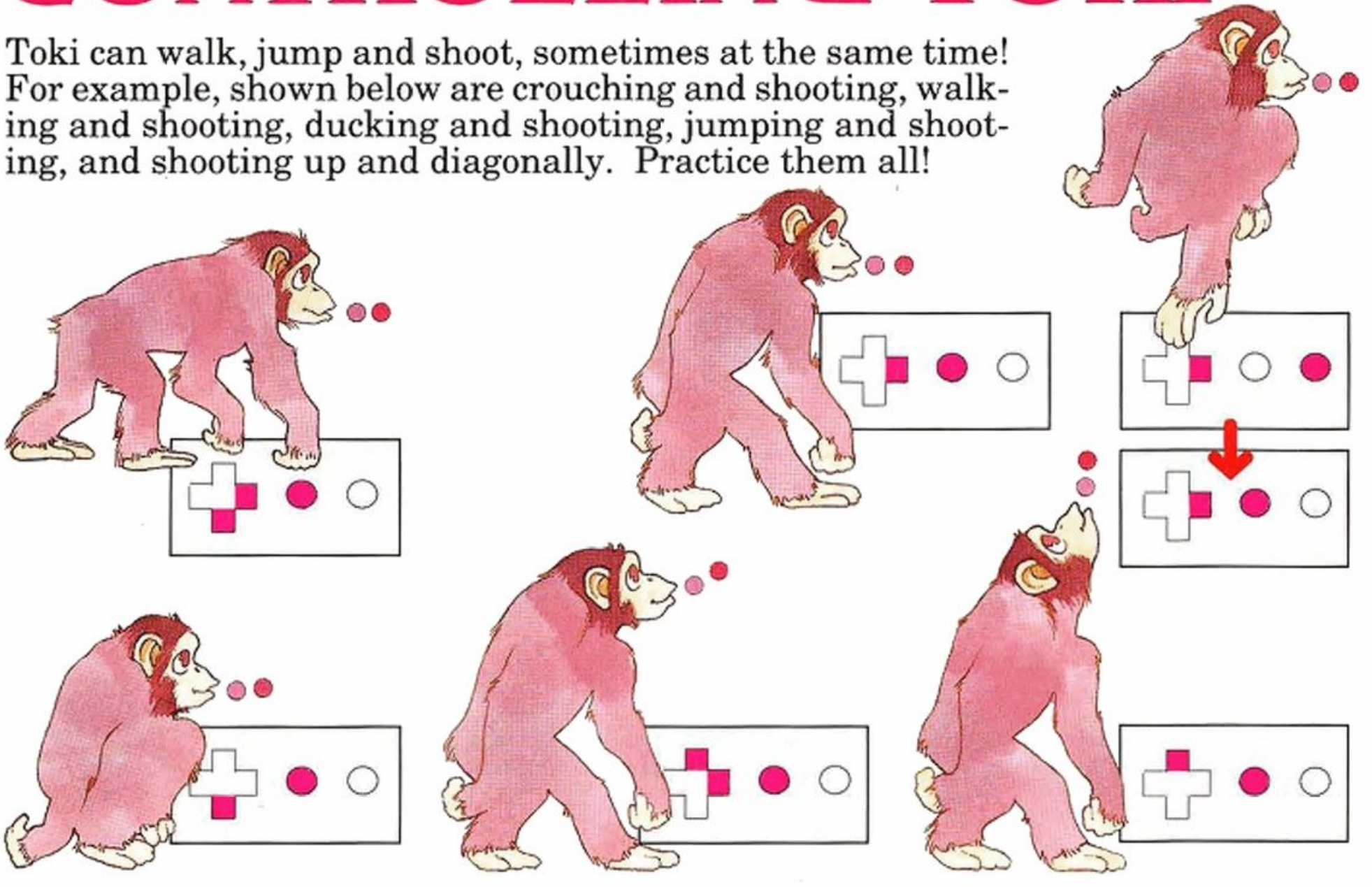
Press the B button to shoot your weapon. See page 6 for more information on shooting and moving.

A BUTTON

Press the A button to jump straight up into the air. See page 6 for more information about jumping and moving.

CONTROLLING TOKI

Toki can walk, jump and shoot, sometimes at the same time! For example, shown below are crouching and shooting, walking and shooting, ducking and shooting, jumping and shooting, and shooting up and diagonally. Practice them all!



THE STATUS SCREEN

LIVES REMAINING

CURRENT SCORE

HIGH SCORE

This is your health meter. When you run out of hearts, you will lose a life.

This is your current weapon. See page 8 for more information about weapons.

This is the timer. If the timer runs all the way down to zero, you will lose a life.

This number shows how many coins you have collected so far.

This is the health meter for the boss of each level. It is empty until you reach the boss.

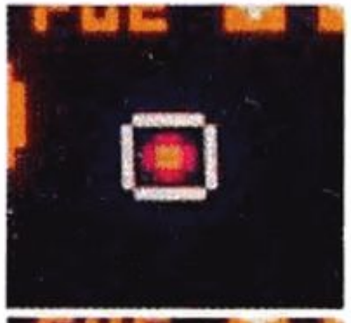
Each large filled box equals ten small dots.

Each small dot equals one normal-powered hit.

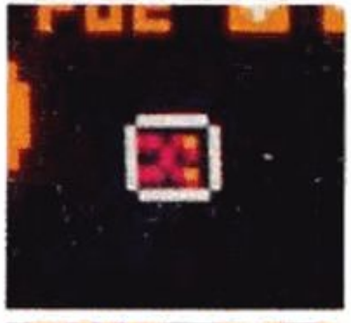
ITEMS

Along the way, Toki can collect a variety of items. Some are weapons, some are useful in some other way, and some are worth points. Some are carried by enemies; others are just lying along the path. Pick them all up if you can.

WEAPONS



This is the Double Weapon, and it will make your shots twice as powerful as normal.



This is the Wave Weapon, and it will turn your shots into two blasts that move like a wave.

This is the 3-way Weapon, and it will let you fire in three directions at once.

This is the Flame Weapon, and it will let you shoot a stream of flames.

This is the Fireball Weapon, the most powerful weapon of all! It sizzles most enemies with one shot.

When you have this weapon, a power meter will appear. If you wait until the bar is full, the shot will be more powerful.

HELMET

When you have the helmet, you cannot be hurt by enemies. You will still be hurt by falling into traps, however, so be careful.

CLOCK

This item adds time to the timer, giving you more time to complete the area.

HEART CONTAINER

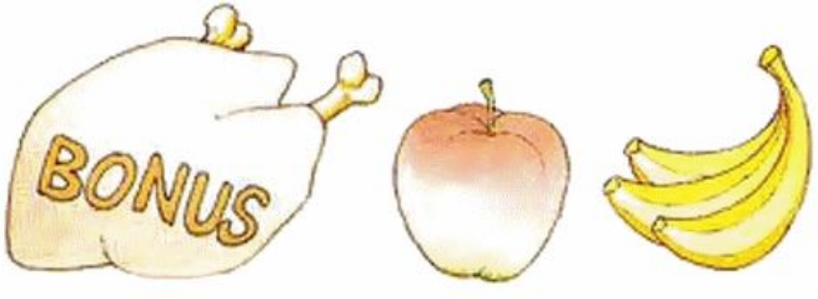
This item, when collected and filled with a small heart, allows you to take one more point of damage in each life.

EXTRA LIFE

This item will add 1 to the number of lives you have left. You should try to grab every extra life you see, even though they are usually in the trickiest places to reach.

FOOD

These tasty items will add points to your score.



SHOES

These magic rabbit shoes give Toki an extra spring in his step. Toki will be able to jump much higher than usual when he wears these.

KEY

Some of the rooms are locked and guarded by monsters who have the key. You will have to defeat the guardian to get the key and proceed.

ENEMIES

These two pages consist of pictures and descriptions of some of the enemies and monsters Toki will encounter during the course of his trip.

APE WARRIOR

These extremely tough guys are the guardians of the Golden Palace.

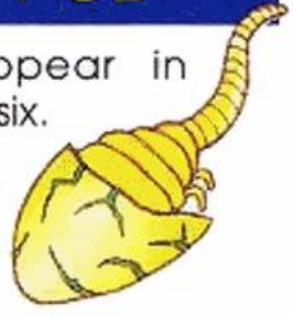
FLYING HEAD

This guy flies by flapping his ears! Watch out for those missiles that he fires, though.

SMOKE GENIE

The genie just appears over your head and drops spears.

SEED POD

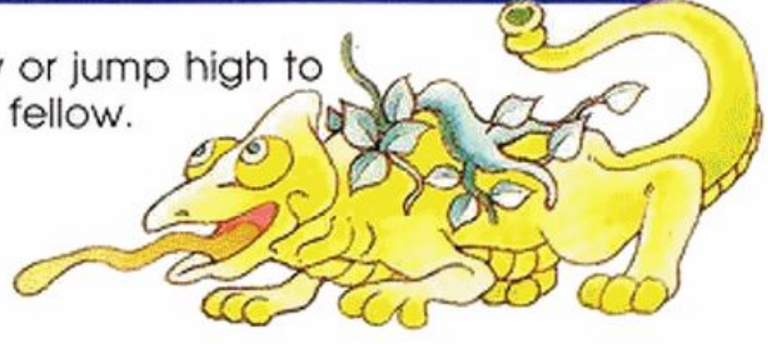


These appear in groups of six.

BOUNCING MONKEY

This hyperactive monkey just will NOT sit still. Try to hit him while he is still far away because he can get very close with just a few bounces.

ARMOR LIZARD



You'll have to aim low or jump high to avoid being hit by this fellow.

MAGPIE

This larcenous bird often carries stolen items around in its beak.

FLAMING FISH

He's not nearly as hot as he thinks he is, but he is still dangerous.

BABY DINO

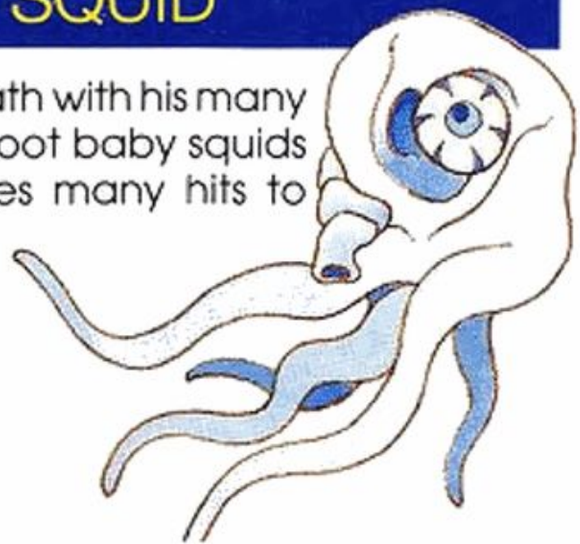
Watch out for the eggshells when he breaks out. He'll shoot fire at you, too, so get him quickly.

DANCING PENGUIN

All he can think about is dance, dance, dance. If you are not careful around him, he will be dancing at your funeral.

GUARDIAN SQUID

He will block your path with his many arms, and he will shoot baby squids at you too. It takes many hits to defeat him.

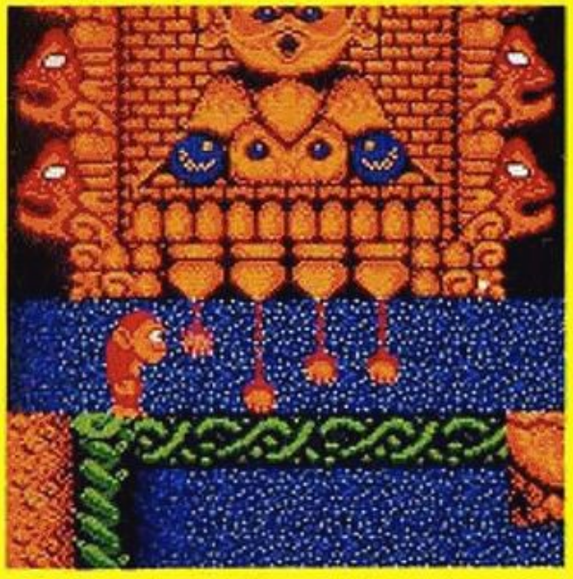


CRESTED TURKEY

This big fellow would make a good Thanksgiving dinner. But if you let him get too close to you, you will find yourself on his plate.

LABYRINTH OF CAVES

This huge network of caves is controlled by Moornar, and he doesn't like you! You'll be climbing up, down, and sideways on vines and jumping from room to room. Watch out for crumbling floors.



LAKE NEPTUNE

Get your swim fins and snorkel ready, 'cause the water's fine! You'll be swimming for your life through this large lake controlled by Rambacha. How long do you think you can hold your breath?

CAVERNS OF FIRE

The mighty Mogulvor likes things hot, so he's moved into an active volcano! Watch out for deadly molten lava in addition to lots of nasty enemies. If you can't stand the heat, get on to the next area.

ICE PALACE

When you get through the mountain, you come out at the icy peak. This is the domain of Zarzamoth, the woolly mammoth. The floors and walls are made of ice. Be sure to bring along your mittens.

DARK JUNGLE

Thick, lush rainforest covers the valley floor. Lots of dangerous animals run free here, and some of the plants are deadly, too! This is the domain of Bashtar, the invisible warrior.

GOLDEN PALACE

This palace is where Miho is being held, by the magician known as VOOKIMEDLO. Part man, part animal, he runs the palace with an iron, not golden, fist. He is very strong and protects himself with magic.

PLAY STRATEGIES

As you play the game, you may try several different strategies before you find one that works for you. Here we explain a few possibilities, and tell you how you maybe able to win an extra life or two along the way.

PLAY IT SAFE

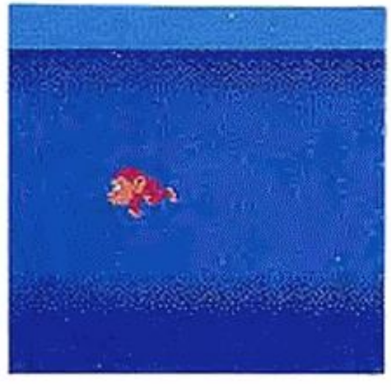
You can stay on the safe side by shooting each enemy as soon as possible.

GO FOR BROKE

By jumping on certain enemies, you can collect some items that would otherwise be out of reach.

EXTRA LIVES

There are three different ways Toki can gain extra lives. The EXTRA LIFE item is described in more detail on page 9. Toki will also gain one extra life every time you score 50,000 points and every time you collect 50 coins.



TAITO AMERICA CORP. LIMITED WARRANTY

Taito America warrants to the original purchaser of this Taito product that this cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is" without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace , at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Taito software product has arisen through abuse, unreasonable use, mistreatment or neglect . THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MECHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90)DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

*Reorient the receiving antenna
*Relocate the NES with respect to the receiver
*Move the NES away from the receiver
*Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary , the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington,DC 20402, Stock No. 004-000-00345-4.

Taito America Corporation
390 Holbrook Drive-Wheeling, IL 60090 Tel: (714) 263-0582

Taito America Corporation
390 Holbrook Drive-Wheeling, IL 60090

Printed in Japan